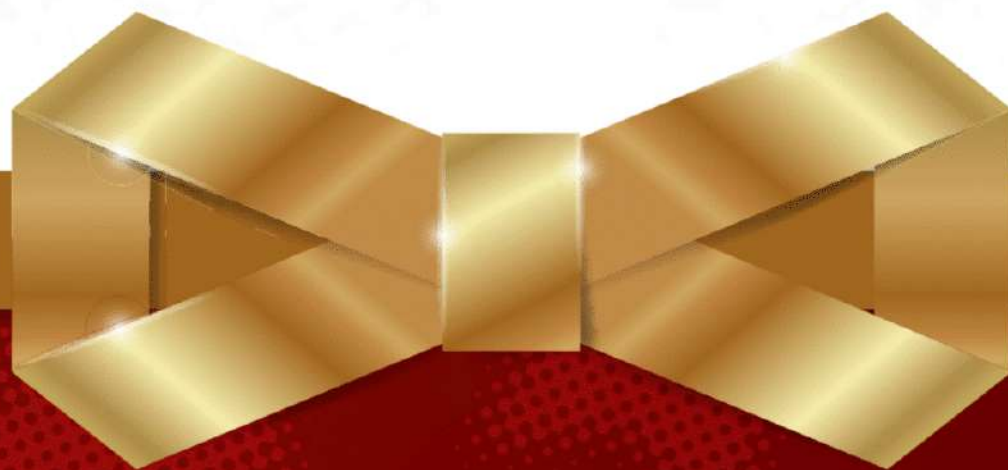


STOCKING STUFFERS AND SIDE QUESTS



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1. Wally's Follies

Adventure Background

The *Jingle Bell of Jolly Joy* has been the source of Santa Claus's power for centuries. Without it, Father Christmas has no chance of circling the globe and delivering presents to all the good children of the world.

With only one day before Santa was set to take flight, **Wally the Wintry Warlock** hoodwinked the Bell to turn the tables on Santa. His plan is to use the Jingle Bell of Jolly Joy to deliver gifts and holiday cheer to all of the naughty children this year, leaving all the good ones out in the cold.

(Gift-wise, at least. Not actually in the cold. Wally's mean but he isn't a monster.)

Some of Wally's **Hench-Elves*** were captured during the heist. After thorough interrogation and bribery with hot chocolate and peppermint candy, Santa learns the location of Wally's Workshop of Wonders for Naughty Kids.

You, merry adventurers, will infiltrate Wally's stronghold and recover the Jingle Bell of Jolly Joy before Christmas is turned upside down for children everywhere.

To Be Read Aloud

It's Christmas Eve morning. You and your party have been hired by Santa Claus to find and recover the Jingle Bell of Jolly Joy, stolen by Wally the Wintry Warlock.

Santa's interrogation team has learned not only that Wally's plan is to use the Bell to deliver gifts to all the *naughty* children this year, but also that the location of Wally's Workshop of Wonders is hidden inside a bunker deep inside the mountains of the South Pole. The captured hench-elves were unwilling to reveal what is inside the subterranean fortress, no matter how much hot chocolate or peppermint candy they were offered.

They were able to confiscate a **Rock-Candy Rune of Recall** from the leader of the hench-elves. In this case, the item is attuned to the South Pole, and once the Bell has been recovered, you can use it to return to the North Pole and save Christmas.

By default, it would be best for the party to simply knock Wally and his crew unconscious rather than killing them. This is, of course, up to the players and DM, but it's certainly not in the Christmas spirit to murder someone for wanting to deliver presents...even if they are to naughty children.

Also, after the adventure, the **Rock-Candy Rune of Recall** gains the properties in **Part 3 - Magic Items**.

Ice, Ice Everywhere

The **Rock-Candy Rune of Recall** deposits the party in the center of a large magic circle and then disintegrates into dry, powdered snow as its magic is spent. The circle is roughly 15 feet across. Runes in the shape of upside-down candy canes that match the one on the stone that brought them here.

Behind them is an desert of snow and ice, stretching as far as they can see. The sky is dimly lit with the light of a dawn that never comes. In front of them is the opening to a wide tunnel leading into a gargantuan wall of ice. The icy barrier fills their entire field of vision. Looking up, it is clear this is a bare cliff face is the merely the base of a massive mountain, the top of which cannot be seen from this distance.

Exploring Outside

If the party wishes to explore the area surrounding the magic circle, they will find only piles snow and ice in various heights and depths.

Any time a character ventures more than 25 feet from the teleportation circle, **roll a d10**. On 1-6, the corresponding creature(s) emerges from beneath the snow 5 feet in front of the character. On 7-10, the character finds nothing of note, just more ice and snow.

d6 Encounter

1 ... 1d4 **White Dragon Wyrmling**

2 ... 1d4 **White Pseudodragon**

3 ... 1d6 **Frostbitten Skeleton**

4 ... 1d6 **Frostbitten Zombie**

5 ... 2 **Skeletal Reindeer**** and 1d4 **Ice Mephit**

6 ... 1 **Frost Spider Queen***** and 4 **Frost Spiders******

*Uses **Drow** stat block, only instead of a Shortsword, they wield a *Candy Cane Club* that deals bludgeoning damage.

Uses **Warhorse Skeleton stat block, only resistant to and deals Cold damage

***Uses **Phase Spider** stat block, only resistant to and deals Cold damage

****Uses **Spider** stat block, only resistant to and deals Cold damage



Through the Tunnel

The tunnel is round, roughly 20 in diameter, with a flat floor, and made entirely out of ice. It is illuminated by a dim green glow that comes from deep within the ice in all directions. It is constant as the party continues down the pathway. Otherwise, the walls, floor, and ceiling are plain, bare, and nondescript. For 50 feet, the path continues roughly straight.

Beginning 50 feet inside, the path begins to ascend in a spiral upward. However, the greenish glow from the walls gradually turns into a deep, crimson red.

At the top of the ascent, the party once again returns to flat ground. 50 feet ahead of them, the tunnel opens up to a large platform (roughly 100x100 feet round). From their position, they can just see a black-and-red sleigh in the center, hovering 2 feet off the ground.

Blocking their view and path outside, the party also sees two **Naughty Ogres** (uses the basic **Ogre** stat block) wearing black-and-red coats and holding matching candy canes that look like weapons. They stand on either side with their backs to the party. The tunnel leading out is large enough to easily accommodate both ogres side-by-side.

Neither of them looks very jolly, and you can probably guess that neither have ever been on Santa's Nice List.

The pair of Naughty Ogres must be dealt with in some way for the party to pass onto the outdoor platform. The ogres will not willingly let the party pass onto the platform.

Wally's Getting Away!

As the party walks out of the tunnel, the sun begins to set. (Time works differently here!) **Wally the Wintry Warlock** is finishing his preparations for his spree of gift-giving to all the Naughty children. He sits in the pilot's seat of a huge black sleigh. A successful **DC 16 Perception** check will let a character see the *Jingle Bell of Jolly Joy* is attached at the very tip of Wally's striped, conical hat.

In the back of the sleigh is massive bag (*Wally's Whoppingly Wide Wallet*) that's cinched with a *Rope of Entanglement*. 3 **Hench-Elves** are loading a few last-minute items into the back of the sleigh, while 3 more attend the 8 **Skeletal Reindeer** harnessed to the front of the sleigh. (The reindeer in front has a slight red light coming from the end of its snout, but you couldn't even say it glows. Let's will call him **Wudolph** for funsies.)

If any character gets within 30 feet of the sleigh, Wally's attention turns to them and a look of pure horror appears on his face. He warns the party that they're too late and wishes them farewell and a very Not-So-Merry Christmas!

The sleigh slowly rises vertically from the platform, Wudolph and the other reindeer kicking their feet out of time with one another. The 6 Hench-Elves turn toward the party and begin marching toward them, pulling out weapons as they do.

If the party attacks Wally before he is able to begin his ascent, roll a d20. If the roll is above 10, Wally hops out of the sleigh and begins to attack the party. Otherwise, he continues his ascent as described.

Combat begins with Wally's sleigh at 10 feet in the air, rising 10 feet higher at **Initiative 20** (losing ties) each round. The sleigh has an AC of 15, 100 hit points, and is immune to all non-magical damage and conditions.

During the fight, Wally will occasionally shout to the skeletal reindeer about getting a move on and that he has places to be. He doesn't want to blow his first shot at this Christmas Eve thing.

Wally will notice when any of his Hench-Elves fall in battle, throwing a spell at the party. When the fourth of the Hench-Elves have been defeated, Wally will use the Bell's ability and cast *Slow Fall* on himself and leap from the sleigh immediately. **Additionally he may immediately take 1 action as he falls, regardless of initiative order.**

- When the sleigh reaches **75 hit points**, roll a d20. On a roll **above 10**, it will shudder and shake and be unable to rise any higher.
- When the sleigh reaches **50 hit points**, roll a d20, on a roll **above 14**, the sleigh shakes and wobbles and knocks Wally from his seat and he falls to the ground.
- At **25 hit points**, the sleigh capsizes and Wally falls to the ground. While falling, if he has not already done so, he will cast *Slow Fall* on himself using the Jingle Bell of Jolly Joy.

Wrapping Things Up

When Wally is finally on the ground, use the stat block in **Part II - Monsters** to continue the fight. Wally will not willingly give the Bell to the party, nor will he be stopped from his mission of delivering these toys to the naughty children.

When Wally has been dealt with, if the characters search the wreckage of the sleigh, they find 1 **Plush Owlbear**, 1 **Wind-Up Beholder**, 1 **Tickle Me Tarrasque**, 3 **Unlickable Candy Canes**, and 3 **Never-Ending Candy Canes** (details in **Part 3 - Magic Items**).

The party may take the Bell and use the Rock-Candy Rune of Recall to return to the North Pole. Santa and his elves are delighted by the Bell's recovery and return, rewarding the party with a **Snowglobe of Christmas Future** and a **Frosty Frostblade of Frost**.

If the party chooses *not* to return the Jingle Bell of Jolly Joy, Santa knows they have been Bad (not Good) and places each party member on the Naughty List. Being on the Naughty List functions the same as having 1 level of Exhaustion, and the only way to remove the effect is for Santa to place their name on the Nice List. Until the Bell is returned to him, there is no way for that to happen.



2. Hag-ing A Few People Over

Encounter Background

The party stumbling upon a **Bheur Hag's** lair (see **Volo's Guide to Monsters** for stat blocks and Lair Actions), where their actions and choices will show the DM (and each other) if they're really Naughty or Nice.

Look! Over There!

The party sees a cottage standing by itself, a good distance away from any other buildings in the area. Regardless of climate, the cottage and the surrounding countryside are covered in snow. It is obviously enchanted. (*Detect Magic* will reveal it is Illusion magic.) The entire snow-covered expanse is considered the **Bheur Hag's Lair** for mechanical purposes.

Flurries fall from the sky and pile up on eaves of the house and the stairs. The shrubberies and trees in the yard are decorated with colorful baubles, and small creatures hop and scurry along the ground. They dart away before you can identify what they are.

The windows are lit with a warm glow, movement occasionally darkening a window, and laughter and music ring out as you draw nearer.

A long pathway made out of large flat stones and lined with a short wooden fence leads up to the house's front steps. On the other side of the fence, short trees and bushes parallel the fence. Snow rests on each one, and the party can see a twinkling glow coming from each one, as though they are lit from within.

There are 12 stones in the pathway, and if the characters walk on them, roll 1d12. The results determine how many of these stones is a **Mimic**. When a character steps on a Mimic, it will use its *Adhesive* property to Grapple them and immediately make a *Bite* attack.

At the end of the pathway, on either side of the house's front steps, are two beautifully decorated **Awakened Trees**. The party doesn't know they're awakened until they attempt to climb the steps, at which point, the two Cedar-esque trees bend to bar their way and prevent them from reaching the porch.

A **successful DC 15 Charisma (Deception)** or **(Intimidation)** check will have them move out of the way, with a success of +5 or more causing the trees to offer the party a *Bough of Holly* (see **Part 3 - Magic Items**).

Onto The Porch

The moment that a character steps onto the porch, the cold disappears. They are immediately perfectly warm and cozy.

On the windows in front of them are two well-made wreathes with red bows tied at the bottom. Small, twinkling lights come from inside the greenery. The windows behind the wreathes show a middle-aged human woman moving around a kitchen in the rear of the house, tending to various pots and cooking implements.

A colorful welcome mat sits before an ornately carved wooden door with a golden knob and knocker. If a character succeeds at a **DC 17 Wisdom (Perception)** check, they see a slight bump in the center of the welcome mat. On inspection, the character will discover a pressure plate with no obvious connections.

When activated, the pressure plate will alert the woman inside to their presence. Her name is **Carolyn**, and she is a **Bheur Hag**. (If you would like this encounter to be a bit harder, make her part of a **Coven** based on the rules in *Volo's Guide to Monsters*).

Carolyn will in that instant, unnaturally quickly, open the door to greet them with a loving smile on her face. Rather than her hideous appearance, she is wearing an illusion that makes her appear as a middle-aged human woman. Any character within 5 feet who succeeds at a **DC 17 Wisdom (Perception)** check can tell it's an illusion.

"Welcome, welcome," the woman says.
"You're just in time for dinner. You must be starving after traveling all this way. Come on in, my dears."

She steps back and gestures toward the interior of the house, inviting you inside.

If they enter the house, they find a table set for exactly the number of characters in the party, plus 1 at the head of the table for Carolyn herself. The hag has set a number of dishes out for the party to serve themselves from. They include (but are not limited to) a giant ham, a bowl of mashed potatoes, freshly baked bread, and wibbly-wobbly gelatin dessert with fruit suspended inside.

If the party sits and eats the meal, they get all the benefits of a Long Rest immediately, regardless of how many hours it has been since their last. They also each gain 10 temporary hit points.



However, if any party member succeeds at a **DC 17 Wisdom (Perception)** check, they will see the meal isn't quite what it's meant to be. The giant ham is an **Zombie Boar*** on a plate, the mashed potatoes are two **Christmas Puddings** smushed in a bowl, the gelatin is a **Fruity Cubeling****, and the load of bread is...well, that's just *delicious* bread. Carolyn was in a baking mood today.

*Uses the **Giant Boar** stat block, except is considered Small, deals necrotic damage, is undead, and immune to poison damage.

Uses the **Gelatinous Cube stat block, but is considered Small in size and its Engulf attack can only affect Small or Tiny creatures.

The moment a character realizes they're eating pieces of monsters (or are being sat at a table to do so), the creatures come alive and attack the party. The illusion on the building drops, too, revealing it as a ramshackle hovel befitting a hag and her coven.

Carolyn, the Bheur Hag joins in, saying that she never gets to have guests these days. But at least the next group she finds will have some nice, fresh meat to snack on. Be sure to include the **Hag Lair Actions** from *Volo's* for a more dynamic encounter, too.

If the party has a nice meal and a chat, Carolyn will thank them for the company and give them a gift as they leave. Each is an intricately decorated *Bag of Holding* embroidered with the adventurer's initials, and each contains 2 *Potions of Supreme Healing* and 1 uncommon magic item of the DM's choosing.

On their way out the door, if they have not been in combat with Carolyn, a successful **DC 12 Wisdom (Perception)** check lets them see a **Staff of Frost** leaning against the wall beside the door. The staff can be removed without Carolyn noticing with a **DC 22 Dexterity (Sleight of Hand)** check if she is escorting them (**DC 12** if she is distracted somehow).

If, however, the party engages in combat and kills Carolyn and her prepared feast, the party will find the **Staff of Frost** if her body is searched.

They will *not* however, find any of the Bags of Holding, Potions of Healing, or any other magic items if combat occurs, even if the rest of the house is torn apart and searched. Because Carolyn was trying to do something nice for someone. She can't help it that she's a hag and doesn't know how to really do that.



Part 11 - Monsters

Carolyn, the Bheur Hag

Medium Humanoid, evil

Armor Class 16 unarmored

Hit Points 91 (14d8 +28)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws WIS +4

Skills Nature +4, Perception +4, Stealth +6, Survival +4

Damage Immunities cold

Senses Darkvision 60ft, passive Perception 14

Languages Auran, Common, Giant

Challenge 7 (2,900 XP)

Staff of Frost Carolyn has traded in her graystaff for a Staff of Frost. She can ride the staff as if it were a broom of flying. While holding the staff, she can cast additional spells with her Innate Spellcasting trait by using the staff as a focus.

Innate Spellcasting. Wally's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 14, +6 to hit), requiring no material components.

At will: *disguise self*, *mage armor* (self only), *speak with animals*, *ray of frost*, *hold person*

1/day: *misty step*, *control weather*, *summon greater demon*

3/day: *ice storm*, *cone of cold*, *wall of ice*

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

Overstayed Welcome. (2/day) As a bonus action, Carolyn may make a touch attack against a creature within 5 feet. If successful, she can create an illusory doorway that works like the *dimension door* spell when opened. The hag may then shove them through the doorway alone or to accompany the creature through the doorway.



Christmas Pudding

small abberation, neutral

Armor Class 14

Hit Points 55 (10d8 + 20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	3 (-4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison, slashing, piercing

Damage Resistances bludgeoning, acid

Condition Immunities blindness, deafness, charm, stun

Senses blindsight 10ft

Languages none

Challenge 2 (450 XP)

Get Me Just a Little Bit, Would Ya? When the Christmas Pudding takes slashing damage, it splits into an identical Christmas Pudding. Each of these puddings has half the creature's hit points at the time of the split. This may occur more than once per creature.

Holiday Indigestion. When a Christmas Pudding is reduced to 0 hit points, every creature within 5 feet that has a nose and/or a mouth must make a successful DC 16 Constitution saving throw or take 2d6 fire damage as the tiny bits of pudding enter their mouths and nose and "just don't sit right for some reason."

Actions

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (1d6 + 5) bludgeoning damage and an additional 2d6 acid (reflux) damage.

Frostbitten Zombie

medium undead, evil

Armor Class 13

Hit Points 11 (3d6 + 5)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poisoned, cold

Proficiency Bonus +2

Senses darkvision 30ft

Languages understands languages known in life, but can't speak

Challenge 1/4 (50 XP)

Ice Bomb. When the frostbitten zombie is slain, it immediately explodes into a puff of ice shards. All creatures within 5ft must make a **DC 13 Constitution save** or be take 1d8 cold damage.

Cold Shoulder Once per encounter, as a bonus action, the frostbitten zombie may charge any creature within 20 feet and slam its shoulder into them. The creature must then make a successful DC 13 Strength save or be knocked prone and take 1d8 cold damage. The frostbitten zombie may use this ability even if it has already used all of its movement this turn.

Actions

Multiattack. The frostbitten zombie makes two claw attacks. For each of these attacks that reduces a creature to 0 hit points, the zombie can make an additional claw attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 5) slashing damage and an additional 1d6 cold damage.



Wally the Wintry Warlock

Medium Humanoid, lawful evil

Armor Class 17 unarmored

Hit Points 66 (8d8 +24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+0)	12 (+1)	12 (+1)	14 (+2)	12 (+1)	18 (+4)

Skills Arcana +8, Deception +8, Stealth +4

Condition Immunities stun, charm

Senses passive Perception 11

Languages common, elvish

Challenge 5 (1,100 XP)

Innate Spellcasting. Wally's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 14, +7 to hit), requiring no material components.

At will: *disguise self*, *mage armor (self only)*, *speak with animals*

1/day: *misty step*, *armor of agathys*, *wall of ice*

Spellcasting Wally the Wintry Warlock is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +7 to hit with spell attacks). He knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *ray of frost*, *mage hand*, *shape water*, *chill touch*, *armor of agathys*, *green-flame blade*

1st - 5th level (3 5th-level slots): *blink*, *charm person*, *dimension door*, *faerie fire*, *phantasmal force*, *misty step*, *magic missile*, *cause fear*, *hold monster*

Actions

Spellblade. Whenever Wally the Wintry Warlock makes a *Dagger* attack, he may cast any cantrip he knows as a bonus action.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (3d4 + 4) piercing damage.

Wudolph

Large undead, lawful evil

Armor Class 13 (scraps of barding)

Hit Points 36 (3d8 +24)

Speed 60 ft. walking, 120 ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	15 (+2)	8 (-1)	18 (+4)

Damage Immunities cold,

Damage Vulnerabilities psychic, bludgeoning

Condition Immunities charm, poison

Senses blindsight 60 ft., darkvision 120 ft.

Languages common, elvish

Challenge 5 (1,100 XP)

Nose So Bright. (3/day) Wudolph illuminates his nose, causing everyone within a 60 ft. radius must make a DC 15 Constitution saving throw. Any creature who fails the save is *blinded* for 1 minute and may retry to succeed at the end of each of their turns.

Actions

Multiattack Wudolph makes two Cloven Hooves attacks or 1 Cloven Hooves and 1 Bright Light Nose Charge.

Reindeer Games Wudolph charges in a straight line toward them. The target must successfully make a DC 16 Dexterity saving throw or Wudolph will slam into them with his nose, which is now flaring with a cold, fiery light. A creature who fails their saving throw takes 2d6 cold damage and 2d6 fire damage and is knocked 10 feet back. On a successful save, the creature takes half damage and is not knocked back. Wudolph's charge does not provoke opportunity attacks.

Icy Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and an additional 3 (1d6) cold damage.



Part III - Magic Items

Bough of Holly

magic item, uncommon

As an action, you can brush the Bough of Holly across an enemy's exposed flesh (this counts as making a melee attack but automatically hits) to deal 2d4 piercing damage as the shockingly sharp leaves of the plant prick them over and over. The Bough of Holly has 3 charges, and each use takes 1 charge. Charges reset at dawn each day.

Candy Cane Club

magic item, common

Simple weapon (club),
Melee, Light
Reach: 5ft
Weight: 4lb
Damage: 1d6 Damage Type: bludgeoning

Looking straight off a department store shelf, this thick 2-foot-long candy cane really packs a wallop.

After each hit, roll a d10. On a 1, the candy cane shatters. However, the 1d4 pieces may immediately be scooped up and eaten as a bonus action to restore a number of hit points equal to that roll.

Frosty Frosblade of Frost

magic item, rare (requires attunement)

Simple Weapon (dagger),
Melee, Ranged, Light, Finesse
Reach: 5ft., Thrown: 20/60
Weight: 2lb.
Damage: 1d4 piercing (+2d6 cold when frosted)
Damage Type: Piercing, Cold

A fairly innocuous and normal-looking dagger. The only ornamentation is a small blue orb attached to the pommel.

As a bonus action, you can activate the dagger and create a layer of ice around the blade. The blue-white ice is translucent, and small symbols that look like snowflakes can be seen etched into the encased blade. This effect lasts until dismissed as a bonus action.

While frosted over, the dagger deals an **additional 2d6 cold damage** to any target it hits. On a hit, the target must successfully make a DC 15 Constitution save or be moved to the bottom of the initiative list until the end of their next turn.

Holiday Cracker

magic item, rare

A fist-sized object wrapped in brightly colored paper with twisted ends meant to be pulled apart to reveal a present hidden inside. When opened, roll a d20 to determine what is contained within.

- **1** - The character disappears in an explosion of tinsel and confetti. They are instantly teleported to a location of the DM's choosing that they have been within the past year.
- **2-5** - 2 **Potions of Healing (Greater)* appear in the character's hands
- **6-7** - A **flumph** appears in a burst of glitter and tinsel. It is friendly to the PCs and appears to want to join your adventuring party.
- **8-9** - The entire party's hit points are restored to their maximum value. Each character also gains 10% of their maximum as temporary hit points.
- **10** - A smoldering lump of coal drops to the ground from within the holiday cracker. When it hits the ground, it explodes into a wreath of fire, causing 2d8 fire damage to any creature within a 10 foot radius.

Jingle Bell of Jolly Joy

wondrous item, artifact (requires attunement)

The Bell has 5 charges that reset at midnight. When attuned, the bearer of the Jingle Bell of Jolly Joy immediately and always knows the true alignment of any creature it sees and may cast *Slow Fall* at will without expending a charge.

- Using 3 charges, the attuned creature can cast *Teleport* without any of the required material components.
- For 1 charge, the attuned creature can cast *Fly* as a 3rd level spell and may choose to expend additional charges to cast the spell at 1 level higher per spent charge.
- For 1 charge, the attuned creature may grant themselves or any one creature that can hear the bell *Amorphous Form* for 10 minutes.
- For 5 charges, the attuned creature can summon a **North Pole Reindeer** that is friendly to them and anyone they choose for 12 hours. The reindeer uses the **Unicorn** stat block except it is a fey, deals only cold damage, and may be used as a mount with a flying speed of 120 feet. After 24 hours, the reindeer bucks the rider off (if there is one) and immediately flies away in a northerly direction.



Never-ending Candy Canes

wondrous item, common

You can suck 'em and suck 'em and suck 'em, and they never get any smaller. Flavors available: peppermint or that disgusting fruity monstrosity they try to sell us every year.

Plush Owlbear

wondrous item, uncommon

A children's favorite across the Forgotten Realms, these soft and squishy toys are a bit cuddlier than their forest-dwelling counterparts.

As a bonus action, you may show the Plush Owlbear to any number of creatures and they must successfully make a DC 13 Wisdom save or become Charmed for 1 minute. While charmed, the creature thinks the Plush Owlbear is the most adorable thing they have ever seen and silently stare at it to admire its cuteness. They are considered Incapacitated. The target may repeat the saving throw at the end of each of their turns to break out of the effect.

Rock Candy Rune of Recall

magic item, uncommon

A piece of rock candy that has been engraved with a rune containing a modified version of the spell *Word of Recall*. By popping the candy into your mouth and crushing it with your teeth, you can activate the spell. Instead of a pre-prepared sanctuary, you and up to 5 willing creatures within 5 feet of you will return to the location where you last took a Short or Long Rest (your choice).

Snowglobe of Christmas Future

wondrous item, very rare

Admittedly, a little creepy for this holiday, the snowglobe contains a ghostly figure dressed in a black robe watching an elderly human man in a nightgown as he sleeps. When shaken, a faint voice can be heard yelling "humbug!" as the snow finishes swirling.

Any creature who spends ten minutes studying the snowglobe gains advantage on their next attack roll, saving throw, and ability check (but only once each).

The snowglobe's effect can only be gained once per day and by only a single creature. The effect is lost if the bearer completes a Long Rest and resets at dawn.

Stuffed Stocking

wondrous item, common

A large, colorful sock stuffed to the brim with gifts, goodies, and treats. Anyone may draw a single item from a single stocking, but there is no limit to the number of individual Stuffed Stockings they may draw from.

When an item is drawn out, roll a d100 and gain the corresponding item from a random magic item table in the *Dungeon Masters Guide* that the DM chooses.

Tickle Me Tarrasque

wondrous item, rare

A toy Tarrasque that has been crafted in exquisite detail. A perfect scale replica of the world-ending monstrosity except in one detail: its beautiful, toothy grin.

When the Tickle Me Tarrasque's belly is rubbed, the toy begins to squeal with laughter and delight as though it were alive. Its arms, legs, and tail thrash about and if placed on the ground will ROFL in a straight line for 1d4 rounds. It can roll 20 feet per round, but stops rolling if it comes in contact with a creature or object.

Any creature or object the Tickle Me Tarrasque comes in contact with must successfully make a DC 16 Dexterity saving throw or take 2d12 slashing damage and 2d12 piercing damage (or half as much on a successful save). The Tickle Me Tarrasque lets out one final cackle as damage is dealt and reverts back to its pre-tickle stillness.

This item can only be used to deal damage once per day.

Unlickable Candy Cane

wondrous item, common

It looks so delicious, but you can't lick it. Whenever you try, it bends itself out of the way. So stop trying. It's just not going to happen.

Wind-Up Beholder

wondrous item, rare (requires attunement)

Rumored to have originally been conceived as a way to placate an exceptionally prideful and egotistical beholder, this wind-up version of the Forgotten Realms eyecon has been seemingly enchanted with the personality of its intended recipient and can offer back-handed compliments and (self?) aggrandizing advice and snarky commentary.

The Wind-Up Beholder may be treated as though it has an Intelligence score of 14, Wisdom 12, and Charisma 14. The key on its back can be turned to wind-up the beholder and activate its personality.

Anyone attuned to the item can cast *Fire Bolt*, *Ray of Frost*, *Eldritch Blast*, *Mind Sliver*, or *Chill Touch* once per day as though they are a 5th level caster. This ability can only be used if the Beholder has been wound and activated.



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